



MOBILE  
ACADEMY



# Testing techniques

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# Unit Test – life cycle

- Arrange
- Act
- Assert



# Unit Test – types

- Return Value Test
- State Test
- Interaction Test



# Return Value Test (AAA)

- Arrange – setup object
- Act – call method under test
- Assert – compare returned value with expectations



# Return Value Test

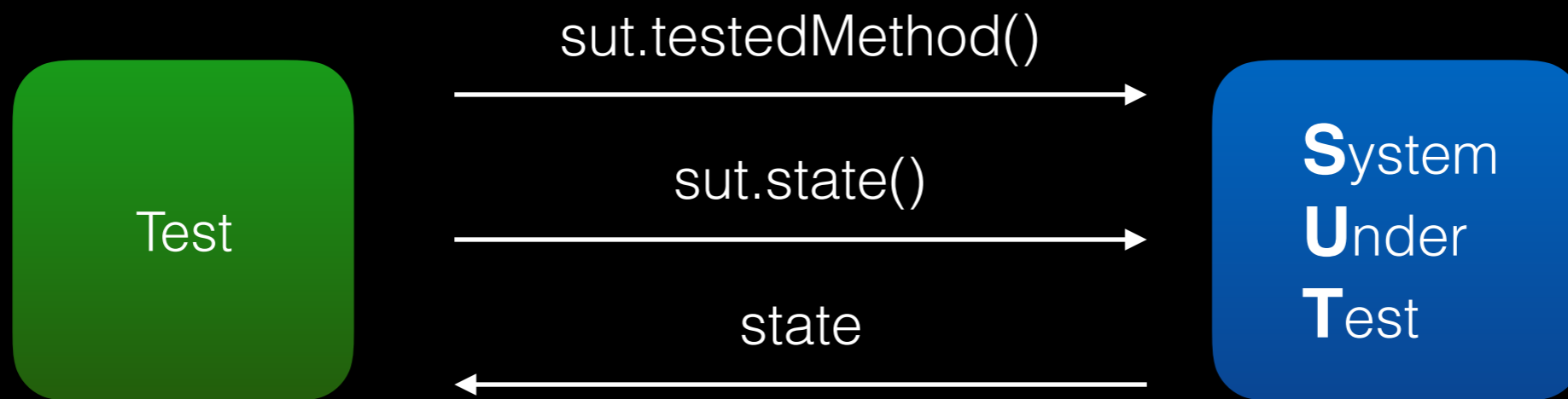


# State Test (AAA)

- Arrange – setup object
- Act – call method under test
- Assert – compare object's state with expectations



# State Test



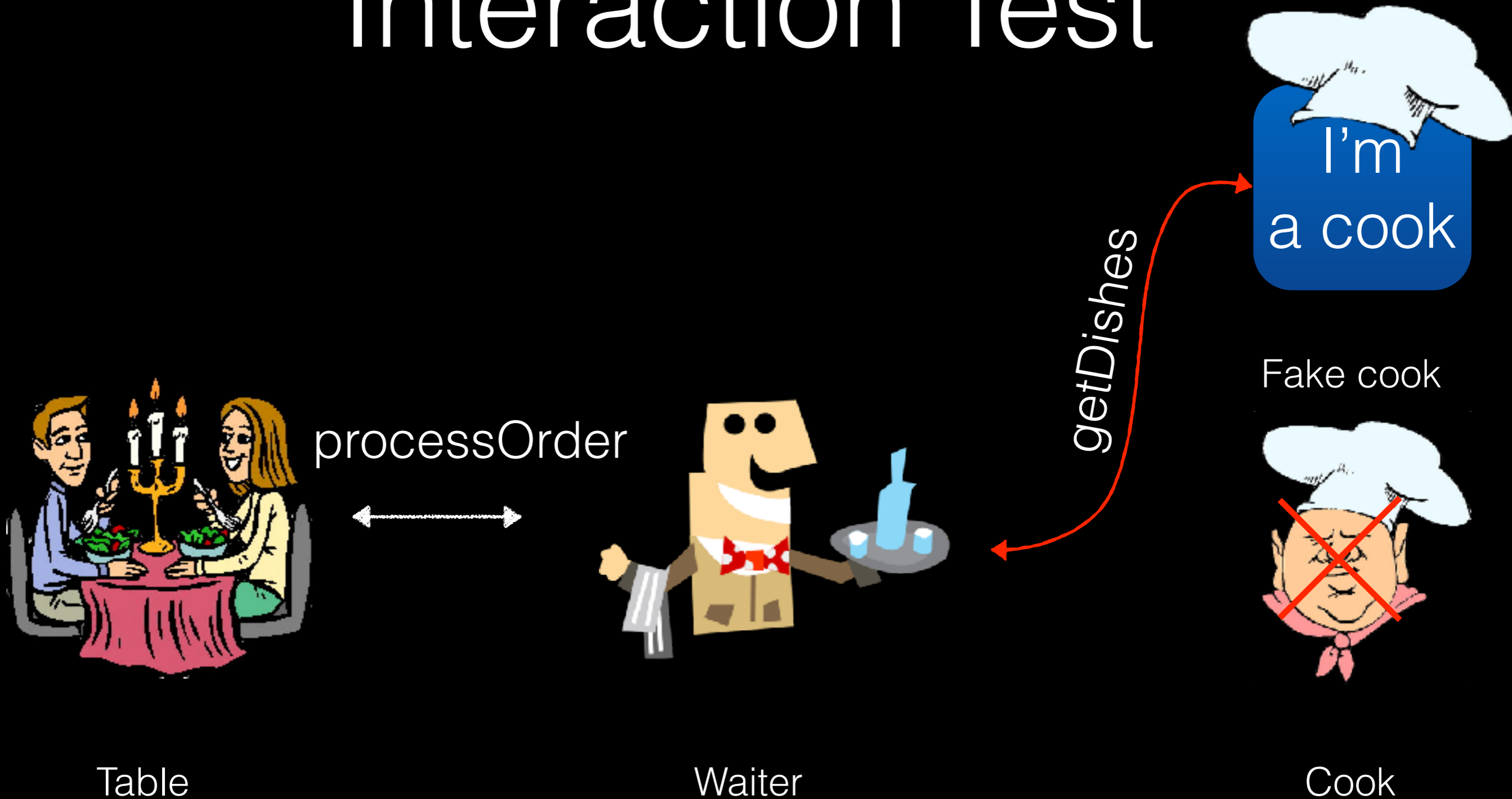


# Interaction Test (AAA)

- Arrange – setup object
- Act – call method under test
- Simulate – simulate behavior
- Assert – verify integration



# Interaction Test

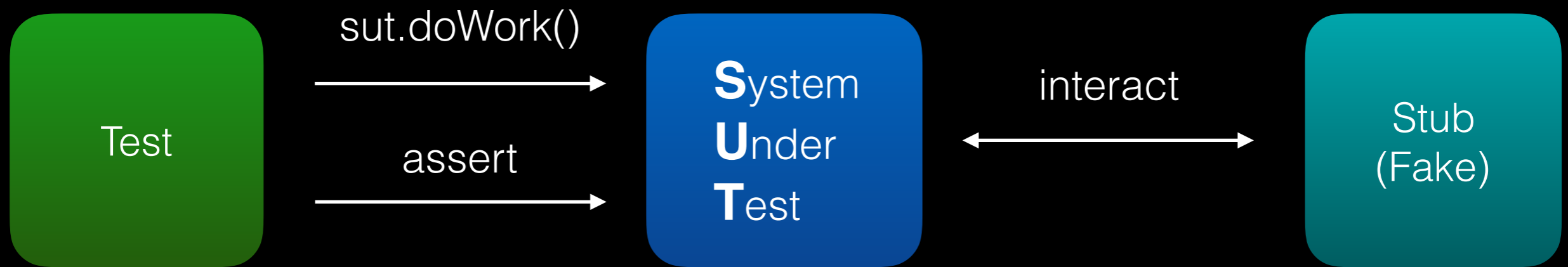


# Test doubles - basics

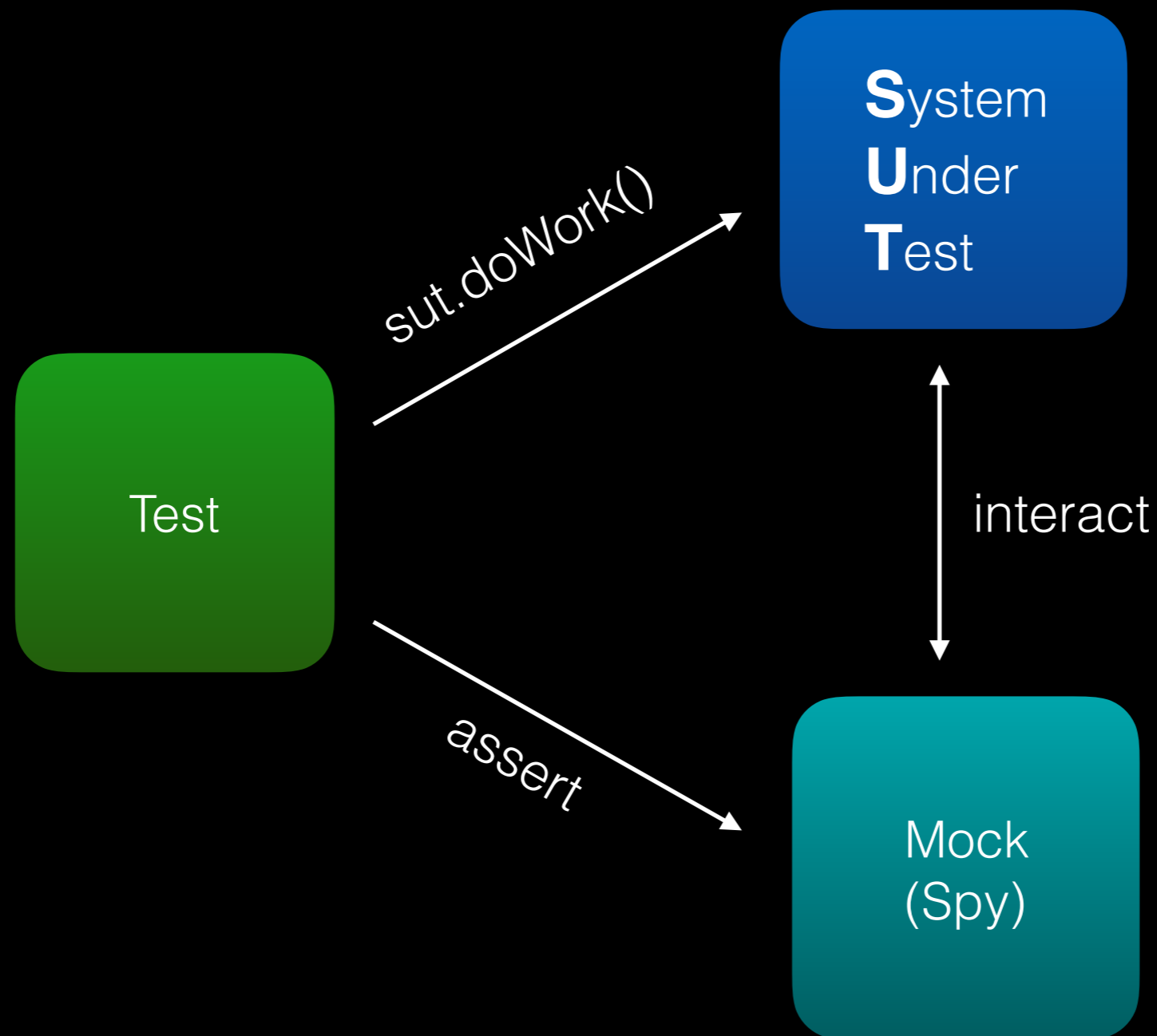
- **Mock** – verify if SUT uses dependency correctly
- **Spy** – indirect access to SUT output
- **Fake** – simulated, lighter implementation
- **Stub** – indirect input to SUT



# Interaction Test (1)



# Interaction Test (2)



# Recap

- Life cycle
- Test types



Hands on





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